

Scapeghost

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This clue sheet starts with alphabetical lists for each of the three parts of "Scapeghost".

Each part has General Hints, Objects/Ghosts and Places. Look down the appropriate list to find what you want to know about, then turn to the entries whose numbers follow, in brackets.

If you want to find something, use the number after "where". For details of it, use the number after "dtl" (details).

For example, if you want to know about the Pebble in part 1, look at its entry, 119. For details, look up the number after "dtl" and turn to entry 680. This gives very brief information and refers you to 670 for more. And so on..

GENERAL HINTS FOR PART 1

- 1 Beginning the game: (637).
- 2 Finding things: (601).
- 3 Finishing part 1: (751).
- 4 Getting Stronger: (670).
- 5 Ghosts and Ghost Powers: (551).
- 6 Going places: (601).
- 7 Light: (602).
- 8 Orders to ghosts etc.: (568).
- 9 People: (770).
- 10 Scoring for part 1: (701).

OBJECTS/GHOSTS ETC. IN PART 1

- 20 abbey: where (49), dtl (603).
- 21 Alan Chance: where (187), dtl (586).
- 22 Alex Pym: where (552), dtl (706).
- 23 altar: where (605), dtl (842).
- 25 bags: where (204), dtl (643).
- 26 bailiff: where (748), dtl (812).
- 27 barrel: where (104), dtl (734).
- 28 beast: where (702), dtl (666).
- 29 beech tree: where (511), dtl (569).
- 30 bell: where (201), dtl (779).
- 31 Bert Willmot: where (190), dtl (849).
- 32 bone: where (65), dtl (609).
- 33 bottle: where (150), dtl (518).
- 34 bulb: where (201), dtl (683).
- 35 bushes: see (171) and (172).
- 36 button: where (201), dtl (752).
- 40 candle: where (23), dtl (606).
- 41 card, white: where (164), dtl (671).
- 42 card, yellow: where (74), dtl (684): where (201), details (512).
- 43 carrier bag (dog s): where (201), details (512).
- 44 carrier bags: where (204), dtl (643).
- 45 cart: where (553), dtl (518).
- 46 carvings: where (138), dtl (801).
- 47 cenotaph: where (652), dtl (597).
- 48 Chance, Alan: where (187), dtl (586).
- 49 church: where (638), dtl (603).
- 50 colleagues: where (116), dtl (607).
- 51 Colonel Rycroft: where (658), details (759).
- 52 company: see (554).
- 53 Conway, Violet: where (189), details (835).
- 54 copper beech: where (511), dtl (569): where (702), details (842).
- 55 crack of doom: where (64), dtl (555).
- 56 criminal: where (660), dtl (802).
- 57 crosses: where (660), dtl (802).
- 60 Daily Mail: where (64), dtl (703).
- 61 Danby, Joe: where (714), dtl (604).
- 62 David Ridge: where (183), dtl (843).
- 63 Dean, Edith: where (184), dtl (805).
- 64 detective: where (187), dtl (555).
- 65 dog: where (520), dtl (653).
- 66 dogwood: where (205), dtl (807).
- 67 door of church: where (560), details (608).
- 68 door of shed: where (202), dtl (704).
- 69 drugs: where (44), dtl (651).
- 70 Edna Willmot: where (206), dtl (811).
- 71 Edith Dean: where (181), dtl (805): eleventh commandment: see (556).
- 72 emblem: where (748), dtl (753).
- 74 faded wreath: where (90), dtl (611).
- 75 fishbone: where (65), dtl (609).
- 76 frame, wooden: where (580), details (597).
- 77 fungus: where (748), dtl (844).
- 80 gates: where (513), dtl (654).
- 81 ghosts: where (610), dtl (568).
- 82 gloves: where (675), dtl (804).
- 83 gnomon: where (557), dtl (862).
- 84 gravel: where (184), dtl (839).
- 85 graves: where (353), dtl (597).
- 86 green wreath: where (206), dtl (705).
- 87 hammer: where (754), dtl (514).
- 88 handle: where (68), dtl (712).
- 89 headstone: where (660), dtl (597).
- 90 heap of branches: where (559), details (611).

- 91 hedgehog: where (185), dtl (769).
- 92 hieroglyphs: where (40), dtl (672).
- 93 Joe Danby: where (714), dtl (604).
- 94 Key: where (195), dtl (734).
- 95 lantern: where (191), dtl (844).
- 96 leaf: where (179), dtl (680).
- 97 lever, short: where (104), dtl (734).
- 98 lever, medium: where (104), dtl (734).
- 99 lever, long: where (104), dtl (734).
- 100 light: where (515), dtl (602).
- 101 light bulb: where (201), dtl (683).
- 102 light (spotlight): where (76), details (655).
- 103 light switch: where (201), dtl (673).
- 104 lock: where (68), dtl (712).
- 105 long lever: where (104), dtl (734).
- 110 magazine: where (676), dtl (845).
- 111 marigolds: where (558), dtl (518).
- 112 matchbook: where (656), dtl (517).
- 113 me: where (187), dtl (586).
- 114 medium lever: where (104), dtl (734).
- 115 mound of earth: where (187), details (597).
- 116 mourners: where (187), dtl (607).
- 117 newspaper: where (194), dtl (657).
- 118 new wreath: where (187), dtl (840).
- 119 pebble: where (187), dtl (680).
- 120 petal: where (659), dtl (680).
- 121 plinth: where (138), dtl (611).
- 122 police: where (116), dtl (607).
- 123 push-button: where (201), dtl (752).
- 124 Pym, Alex: where (552), dtl (706).
- 125 relatives: where (116), dtl (607).
- 126 Ridge, David: where (183), dtl (843).
- 127 rope handle: where (68), dtl (712).
- 128 Rycroft: where (658), dtl (759).
- 130 sarcophagus: where (580), dtl (152).
- 131 seat: where (560), dtl (518).
- 132 sepulchre: where (559), dtl (709).
- 133 shed: where (559), dtl (755).
- 134 short lever: where (104), dtl (734).
- 135 shovel: where (162), dtl (597).
- 136 spotlight: where (76), dtl (655).
- 137 statue: where (519), dtl (662).
- 138 stonework: where (179), dtl (611).
- 139 sundial: where (176), dtl (564).
- 140 supervisor: where (663), dtl (518).
- 141 switch: where (201), dtl (673).
- 142 thermometer: where (580), dtl (707).
- 143 thistledown: where (192), dtl (680).
- 144 time: see (805).
- 145 Time magazine: where (676), dtl (845).
- 147 urn: where (130), dtl (664).
- 150 vandals: where (520), dtl (678).
- 151 vase: where (181), dtl (825).
- 152 vault: where (580), dtl (709).
- 153 Violet Conway: where (205), details (835).
- 154 vodka: where (150), dtl (597).
- 155 wall of abbey/church: where (580), details (863).
- 156 watch: where (201), dtl (809).
- 157 white card: where (118), dtl (671).
- 158 Willmot, Bert: where (206), dtl (849).
- 159 Willmot, Edna: where (206), dtl (811).
- 160 wind chimes: where (170), dtl (779).
- 161 window: where (202), dtl (710).
- 162 workman: where (663), dtl (518).
- 163 worms: where (806), dtl (756).
- 164 wreath, new: where (187), dtl (840).
- 165 wreath, green: where (206), dtl (705).
- 166 wreath, faded: where (90), dtl (611).
- 167 writing: where (829), dtl (839).
- 168 yellow card: where (74), dtl (684).
- 169 yew: where (560), dtl (518).

PLACES IN PART 1

- 170 bed of roses: where (748), dtl (711).
- 171 bushes, dogwood: where (205), details (807).
- 172 bushes, elder: where (558), dtl (676).

GENERAL HINTS FOR PART 2

- 210 Beginning part 2: (716).
- 211 Evidence: dtl (576).
- 212 Finding things: (601).
- 213 Finishing part 2: (739).
- 214 Ghosts and Ghost Powers: (763).
- 215 Going places: (601).
- 216 Light: (777).
- 217 Orders to ghosts: (720).
- 218 Scoring for part 2: (831).

OBJECTS/GHOSTS ETC. IN PART 2

- 230 Alan Chance: where (353), dtl (586).
- 231 alcove: where (523), dtl (717).
- 232 aluminium foil: where (264), details (883).
- 233 amaranth: where (748), dtl (830).
- 234 body: where (758), dtl (902).
- 235 bookmark: where (261), dtl (729).
- 236 bottle, broken: where (731), details (597).
- 237 bottle of whisky: where (364), details (761).
- 238 branch: where (265), dtl (894).
- 239 briefcase: where (571), dtl (729).
- 240 bulb, clear: where (300), dtl (764).
- 241 bulb, pearl: where (301), dtl (728).
- 242 bushido: where (767), dtl (847).
- 243 card, plastic: where (773), dtl (292).
- 245 Chance, Alan: where (353), dtl (586).
- 246 chimney: where (813), dtl (907).

248 cloud of vapour: where (782), details (903).
 249 cobwebs: where (572), dtl (518).
 250 cornucopia: where (524), dtl (681).
 251 curtains: where (364), dtl (921).
 260 Danby, Joe: where (353), dtl (720).
 261 directory: where (360), dtl (539).
 262 divining rod: where (271), dtl (875).
 263 dead body: where (758), dtl (902).
 264 dispenser: where (364), dtl (611).
 265 ditch: where (362), dtl (641).
 267 door, bricked-up: where (813), details (881).
 268 envelope: where (261), dtl (928).
 269 evidence: where (576), dtl (576).
 270 extension lead: where (350), details (911).
 271 Fata Morgana: where (732), dtl (750).
 272 fire: where (939), dtl (837).
 273 firemen: where (563), dtl (837).
 274 fireplace: where (367), dtl (858).
 275 fluorescent light: where (365), details (619).
 276 foil: where (264), dtl (883).
 277 footsteps: where (371), dtl (682).
 280 ghosts: (615).
 281 gnostic: where (525), dtl (812).
 282 grandfather clock: where (365), details (766).
 283 graves: where (353), dtl (565).
 284 hand: where (718), dtl (852).
 285 harness: where (748), dtl (900).
 286 headlights: where (373), dtl (529).
 287 headstone: where (353), dtl (518).
 288 herbs: where (358), dtl (597).
 289 house: where (566), dtl (726).
 290 ice: where (736), dtl (721).
 291 icon: where (419), dtl (616).
 292 ID card: where (773), dtl (729).
 293 images: where (526), dtl (797).
 294 ivy: where (827), dtl (827).
 295 Joe Danby: where (353), dtl (720).
 296 joss: where (614), dtl (561).
 300 lampholder in hall: where (360), details (619).
 301 lampholder in kitchen: where (364), details (728).
 302 lead, extension: where (350), details (911).
 303 lid: where (331), dtl (722).
 304 light: (777).
 305 light, ancient: where (562), details (733).
 306 light, fluorescent: where (365), details (619).
 307 light from headlights: where (373), details (529).
 308 light in hall: where (360), dtl (619).
 309 light in kitchen: where (364), details (728).
 310 light on landing: where (365), details (619).
 311 lightbulb, clear: where (300), details (764).
 312 lightbulb, pearl: where (301), details (728).
 313 lightbulb, spare: where (790), details (748).
 314 lilly: where (748), dtl (577).
 315 Luke's ghost: where (365), dtl (899).
 316 map: where (238), dtl (729).
 317 me: where (353), dtl (586).
 318 mirror: where (352), dtl (617).
 320 open secret: where (816), dtl (896).
 321 ouija board: where (748), dtl (688).
 322 owl: where (565), dtl (597).
 323 panel: where (282), dtl (927).
 324 paper, charred: where (858), details (729).
 325 pendulum: where (247), dtl (518).
 326 plug: where (270), dtl (911).
 327 puddle of whisky: where (782), details (903).
 328 socket: where (270), dtl (911).
 329 switch in hall: where (360), details (619).
 330 switch in kitchen: where (364), details (898).
 331 tank: where (350), dtl (870).
 332 telephone: where (360), dtl (527).
 333 tower: where (353), dtl (565).
 334 trap: where (828), dtl (815).
 340 wall behind ivy: where (827), details (858).
 341 walls: where (621), dtl (852).
 342 water: where (265), dtl (578).
 343 wergild: where (748), dtl (737).
 344 whisky: where (237), dtl (761).
 345 workmen: where (333), dtl (783).

362 herb garden: where (530), dtl (798).
 363 house: where (566), dtl (726).
 364 kitchen: where (363), dtl (918).
 365 landing: where (738), dtl (876).
 366 lich-way: where (748), dtl (582).
 367 lounge: where (363), dtl (853).
 370 Ridgeway: where (715), dtl (691).
 371 stairs: where (363), dtl (884).
 372 tower: where (353), dtl (565).
 373 village green: where (537), dtl (529).
 374 wen: where (715), dtl (623).

GENERAL HINTS FOR PART 3

380 Beginning part 3: (785).
 381 Finding things: (601).
 382 Finishing part 3: (851).
 383 Ghosts and Ghost Powers: (860).
 384 Going places: (601).
 385 Helping the Police: (856).
 386 Light: (891).
 387 Orders to people: (787).
 388 Scoring for part 3: (904).

OBJECTS/GHOSTS ETC. IN PART 3

389 Alan Chance: where (487), dtl (586).
 390 angel: where (742), dtl (880).
 391 Asphodel: where (828), dtl (788).
 392 Beano: where (393), dtl (531).
 393 Big John: where (536), dtl (856).
 394 bottle: where (470), dtl (565).
 395 briefcase: where (494), dtl (947).
 396 broken glass: where (743), dtl (692).
 397 bucket: where (480), dtl (624).
 398 bulb: where (430), dtl (882).
 400 cards: where (422), dtl (518).
 401 cat: where (480), dtl (594).
 402 chair: where (481), dtl (597).
 403 Chance, Alan: where (487), dtl (586).
 404 church: where (483), dtl (565).
 405 cigarette: where (791), dtl (597).
 406 circuit breaker: where (408), details (532).
 407 connectors: where (478), dtl (626).
 408 cupboard: where (490), dtl (909).
 409 curtains: where (470), dtl (925).
 410 door, heavy oak: where (583), details (693).
 411 farmhouse: where (533), dtl (891).
 412 Flibbertigibbet: where (828), details (700).
 413 fox: where (828), dtl (817).
 414 gag: where (595), dtl (627).
 415 glass, broken: where (743), dtl (692).
 416 hammer: where (481), dtl (878).
 417 hay: where (493), dtl (611).
 418 holy water: where (442), dtl (540).
 419 H.U.G.E: where (694), dtl (596).
 420 jacket: where (422), dtl (584).
 421 John B: where (536), dtl (856).
 422 John Q: where (818), dtl (905).
 423 journal: where (828), dtl (838).
 424 Jude: where (818), dtl (826).
 425 Kali: where (628), dtl (535).
 426 key: where (440), dtl (697).
 430 lampholder: where (470), dtl (611).
 431 light: (891).
 432 lightbulb: where (430), dtl (882).
 433 me: where (487), dtl (586).
 434 merry maidens: where (828), dtl (792).
 435 money: where (422), dtl (895).
 436 movements: where (470), dtl (820).
 437 newspaper: where (821), dtl (565).
 438 Pearson, Sarah: where (949), details (936).
 439 phial: where (442), dtl (418).
 440 pocket: where (420), dtl (584).
 441 police: where (630), dtl (856).
 442 priest: where (483), dtl (591).
 443 Professor: where (818), dtl (692).
 444 ropes: where (482), dtl (692).
 445 rubble: where (483), dtl (542).
 446 Sarah Pearson: where (949), dtl (936).
 447 Severian: where (818), dtl (826).
 448 shelf: where (481), dtl (908).
 449 skull: where (632), dtl (632).
 450 sprayer: where (417), dtl (698).
 451 stair which creaks: where (502), details (861).
 452 table: where (494), dtl (795).
 453 taxi: where (472), dtl (946).
 454 tyres of taxi: where (453), dtl (633).
 455 tyres of van: where (460), dtl (793).
 460 van: where (744), dtl (857).
 461 vault: where (549), dtl (565).
 462 vicar: where (483), dtl (591).
 463 Weasel: where (855), dtl (917).
 464 water, holy: where (442), dtl (540).
 465 whetstone: where (748), dtl (648).
 466 whisky: where (394), dtl (565).
 467 window: where (470), dtl (699).
 468 wires: where (478), dtl (687).

PLACES IN PART 3

470 attic: where (588), dtl (856).
 471 back of the cellar: where (481), details (929).
 472 barn, back of: where (543), dtl (940).
 473 barn, inside: where (547), dtl (796).
 474 bathroom: where (745), dtl (597).
 475 bedrooms: where (745), dtl (518).
 476 bench: where (634), dtl (707).
 477 beside the farmhouse: where (593), details (597).
 478 behind the farmhouse: where (822), details (407).
 480 catacombs: where (715), dtl (632).
 481 cellar: where (544), dtl (916).
 482 cellar, back of: where (824), details (929).
 483 cemetery: where (522), dtl (635).
 484 cemetery, outside: where (545), details (645).
 485 exorcised graves: where (746), details (540).
 486 farmyard: where (794), dtl (597).
 487 grave, mine: where (483), dtl (834).
 490 hallway: where (492), dtl (909).
 491 Hell-fire Club: where (636), details (859).
 492 house: where (533), dtl (891).
 493 inside the barn: where (547), details (796).
 494 kitchen: where (747), dtl (906).
 495 lake: where (715), dtl (578).
 496 living room: where (836), dtl (802).
 497 my grave: where (522), dtl (635).
 500 outhouse: where (477), dtl (518).
 501 outside the cemetery: where (545), details (645).
 502 stairs, top of: where (550), details (861).
 503 steps: where (600), dtl (869).
 Answers
 510 Hello again! It must be a good few months since we last met. See (854).
 511 Roughly NW of where I started.
 512 There's no way to save it.
 513 At the edges of the cemetery.
 514 Can be used to hit the (163).
 515 In many places.
 516 It's beyond (26).
 517 Evidence that (64) is one of the gang. Not that I needed it.
 518 Just scenery.
 519 Examine the (121).
 520 First seen at darkness, wandering about the graveyard.
 521 I couldn't leave the cemetery on my first night (i.e in part 1).
 522 Where I started.
 523 Hidden.. Almost. See (534).
 524 Keeps cropping up in cluesheets.
 525 Second to fifth century.
 526 In and around the House. To see them, just concentrate.
 527 Disconnected. See (518).
 528 Destination of the gangsters.
 529 Avoid each car. See (538).
 530 West of the Front Garden.
 531 Classic British comic. Scenery.
 532 Stops the mains electricity coming back on. See (546).
 533 North of the farmyard. To enter, turn off the lights. See (407).
 534 Behind something. See (318).
 535 Hindu goddess of destruction. See (541).
 536 Usually on lookout; in the Attic.
 537 East and north of the Cemetery.
 538 Go south of the green, wait for it to pass, and try again (548).
 539 Out-of-date telephone number list.
 540 Deadly to ghosts. Run away! I dared not visit exorcised places.
 541 You can't have creation without destruction (thermodynamics), yet Christians and humanists often falsely equate destruction with evil. Hindus are more sensible.
 542 Remains of fallen church tower.
 543 West of "Inside the Barn". I could never go there in person.
 544 Beyond the locked door (410).
 545 West and south from my grave.
 546 Push it.
 547 Where the van goes. See (460).
 548 There is just enough time to go north across the green.
 549 Almost buried by Rubble (445).
 550 Up from the Hallway.
 551 My powers were limited in part 1, see (670), but there are several other ghosts to help, see (568).
 552 "Disguised" Examine (137) etc. and see (706).
 553 Driven by the Supervisor.
 554 When lots of ghosts are following, they are called this. See (568).
 555 The one of the drug squad who set me up. I couldn't do anything against him yet.
 556 Thou shall not get found out.
 557 Part of the Sundial. See (564).
 558 North of Violet's grave.
 559 Due west of my grave.

PLACES IN PART 2

350 attic: where (567), dtl (581).
 351 backwater: where (715), dtl (708).
 352 bathroom: where (363), dtl (622).
 353 cemetery: where (522), dtl (565).
 354 clink: where (748), dtl (528).
 355 copper beech: where (353), dtl (569).
 357 garden, front: where (566), dtl (597).
 358 garden, herb: where (530), dtl (798).
 359 green, village: where (537), details (529).
 360 hall: where (363), dtl (619).

560 South of the Church.
 561 Idol where you stick joss sticks.
 562 In the Church etc.
 563 Arrive to douse a fire. See (272).
 564 Push it. And see (575).
 565 Just scenery in this part.
 566 To the north side of the Village Green (359). And see (286).
 567 Above the landing.
 568 I would need help from all eight other ghosts. See (585) for a list of ghosts, and (598) for a list of the things they could help with. The (65) helped too.
 569 Examine the Stonework etc. And see details of the specific objects.
 570 Q. Why would police drivers make good ghosts? A. See (579).
 571 Hidden in the (231).
 572 In the Attic and other places.
 573 Comes to life in the (195).
 574 Sarah should wait nearby, e.g. in (408), and be ordered to get the Briefcase when it was left unguarded. See (897).
 575 Get another ghost to do this at the same time.
 576 There is Evidence in and around the house; study the (293) to find some of them, and see (589) for details.
 577 Flower associated with death.
 578 Flowing water is a barrier to ghosts etc. So see (592).
 579 If you're sure, see (587).
 580 East of the Church.
 581 Something is hidden. See (331).
 582 Funeral route to graveyard.
 583 Downstairs from the Hallway.
 584 Search it.
 585 They are (22), (31), (51), (62), (70), (71), (93) and {153}.
 586 The hero of this game. A ghostly ex-policeman. Examine me.
 587 Because of all their practice, rushing about going, "Whoo! Whoo!"
 588 Above the Top of the Stairs (502).
 589 There are five items. See (629). See (739) for where to put them.
 590 These are insulated and just scenery. But see (407).
 591 Avoid him. Run away!
 592 But after using my powers I could reach across. See (612).
 593 Northeast from the Farmyard (486).
 594 Animals can see ghosts.
 595 Worn by Sarah in the Cellar.
 596 Level 9's new arcade game system for 16-bit micros: the Wholly (or Holy) Universal Games Engine.
 597 Just scenery.
 598 The things are (68), (36), (155).
 599 Wait until moonrise.
 600 Leading down from the hallway.
 601 Use GO TO place, or FIND thing, or FOLLOW person. See instructions.
 602 Ghosts do not like light. They get weak in ordinary light, cannot go into brightly lit places, and are temporarily banished if caught by sudden light. See (101) to (102).
 603 Ghosts cannot enter the church (aka chapel/abbey), but part could be used to block the gangsters' plans: (155).
 604 Follow him and when his "guided tour" is finished he will follow orders and help solve puzzles.
 605 Inside the Church.
 606 Flickers to reveal the presence of invisible ghosts.
 607 The living learn of the past from ghosts. But in this game you, as a ghost, must learn from the living. Follow them.
 608 There is no way in. See (603).
 609 Remove to please the Dog. (Spirits CAN perform conjuring tricks with bones). See also (620).
 610 In the Cemetery after dark.
 611 Search it and use what's there.
 612 Freeze the Water.
 613 Sitting on the Wall.
 614 Asia.
 615 Only two ghosts are about tonight. Joe (295) and one other (315).
 616 Symbol which the original artist thought meant something.
 617 Something (231) is here. For what to do to the Mirror, see (625).
 618 Beside the path. (559).
 619 The switch in the hall controls both the hall light and that on the landing, above. See (631).
 620 First pat the Dog a few times.
 621 All over the place. The important one is (340).
 622 Look in the mirror (617).
 623 Cobbett's name for London.
 624 I seemed to have kicked it.
 625 Break it.
 626 Carry power to the farmhouse. See (639).
 627 Once the Ropes are cut, Sarah can remove it herself.
 628 Everywhere.
 629 They are (239), (268), (292), (316) and (324).
 630 Approaching the Farm. But the gang would see them first, and escape, unless something was done.
 631 See {642} before pushing it. Then see (647).
 632 In thousands of "fantasy" games, but not in this game.
 633 Must be deflated to help stop the

634 couldn't do it.. See (646).
 635 Where the gang will go; in court. Leave the cemetery as rapidly as possible.
 636 West Wycombe in the 18th century.
 637 Explore the cemetery. After dark, follow Joe and see (644).
 638 West and south of my Grave.
 639 Can be short-circuited. See (649).
 640 Create an image in his camera.
 641 I needed the Map. See (578).
 642 Remove the clear bulb.
 643 The gangster's drugs. Find a way to delay them. See (651).
 644 Practice moving light objects {670}, recruit fellow ghosts (568) and finish Part I (735).
 645 Hide in the Van, until the Farm. So Sarah had to be told to.
 647 The only way to turn the light off again is found in the (364). See (883) for details.
 648 A kind of bridge, perhaps.
 649 Touch them with the Sprayer.
 650 Push it across the Ouija Board.
 651 Immobilise the bags. See (155).
 652 Roughly Northwest of My Grave.
 653 Unlike humans, animals can see ghosts. And this one can help with heavy objects. See (661).
 654 Scenery. I was not yet strong enough to leave the cemetery.
 655 Prevents ghostly activities in the southern part of the graveyard. Press the (36) to turn it off, before tackling the (155).
 656 Dropped by the detective.
 657 To help tell the story.
 658 Wandering near the Cenotaph.
 659 Beneath the Marigolds.
 660 All over the Cemetery.
 661 First help it; see (75). Then it copied when e.g. I tried to lift a heavy object. This was especially useful with the (118) and (127).
 662 Hit it.
 663 Doing things in the graveyard.
 664 Pushed to impress Alex. I needed to be strong first, see (4).
 665 North of the Cenotaph.
 666 This is its number.
 667 Due north of my grave.
 668 Open the door. See (68).
 669 Basically follows the Church wall.
 670 At first, I was too weak to lift any but the lightest objects. But I found I could train my powers, see (687).
 671 Showed the New Wreath was mine. See (42).
 672 Ancient form of Icons. See (291).
 673 Push to toggle the shed Lightbulb. See (683).
 674 One of the undead.
 675 On some kid, I guess.
 676 Search (172).
 677 Transfer to New Wreath. See (695).
 678 They will be scared off if they think a night watchman is about. Use (101) in the Shed.
 679 West of the Copper Beech.
 680 Light object. See (670).
 681 Worth looking into.
 682 Indication that something nasty is upstairs. Watch out for (315).
 683 This scares away the Vandals. See (678).
 684 An indication that its wreath is Edna's. See (677).
 685 South of the Sepulcre.
 686 Prise it open with the (99).
 687 Carry each light object, starting with the lightest. In order: (696).
 688 Form of communication in which one person cheats and the others are amazed.
 689 Carry electricity. There are insulated, but see (407).
 690 I've forgotten.
 691 My favorite long-distance path, ENE from Avebury along the Downs and Chiltern escarpment.
 692 Use Broken Glass to cut the Ropes.
 693 Ghosts can float through the wood, but I had to wait for it to be opened to take anything with me. Only at Level 9.
 694 Take this to the Willmot Graves. Unaided Ghosts are not strong enough, so see (65).
 695 (143), (120), (96), (112), (119), (41), (42), (75), (146), (30) and (83).
 697 Bend this van key to hinder the gang's escape.
 698 Metal is a conductor. See (407).
 699 Allowed Big John to watch for the Police: see (385). Just Scenery.
 700 A gossipy spirit.
 701 The score is 5 times my strength ("weight" of the heaviest object I carried), plus 25 for each ghost recruited (not Joe), 25 for dealing with the (136), and 50 for finishing. Total 300.
 702 In the book of revelations, relativ.. relativ.. in the Bible.
 703 Crummy newspaper. See (657).
 704 I had to open the door. See (712).
 705 Bert's wreath, though Edna claims it's hers. Resolve their argument with (118).
 706 Follows orders once woken. See (137).
 707 Look at the Wall behind it (155).
 708 Dig here.
 709 Where the gangsters have hidden

710 Scenery. Allows people to catch a glimpse of what's happening in the Shed. Especially the (155).
 711 Roses are very nice. See (724).
 712 First open the Lock (725), and then pull the Handle (719).
 713 Recruit its owner.
 714 Joe materialises after dark, like the other ghosts. See (604).
 715 Not in this game.
 716 Go to the House, see (529), and tackle anything there (315).
 717 Small hiding place. See (523).
 718 At the end of my arm.
 719 Pull the Handle. The Door is opened if the (65) is around.
 720 Only Joe will help in this part.
 721 Has no bad effect on ghosts.
 722 I could not move it, and so had to (727) instead.
 723 Stop them from retrieving it. See (155).
 724 Every kind of pest and disease loves them.
 725 To open it requires four ghosts. See (734).
 726 Investigate all the Images (797). collect evidence (576), and summon the authorities (273).
 727 Get into the Tank (331).
 728 First tackle the light in the Hall. Then see (883).
 729 Evidence useful to the Police, in interpreting events at the house and tracking down the gang's new hideout. See (739).
 730 Flowing underground.
 731 Push the Bottle.
 732 Possibly in "Lancelot".
 733 Term in building laws, preventing blocking of neighbours' windows.
 734 A Key works by pushing all the Levers at once, and turning the Barrel. See (741).
 735 Block the gangsters by burying their loot. See (651).
 736 Freeze the water. See (265).
 737 Blood money.
 738 Beware! It was not safe to be here while (315) was about.
 739 Leave all the evidence in one place, ideally the (360), with something to attract attention, i.e. the (234), and summon the authorities (273).
 740 On parts of (370), and elsewhere.
 741 So I had to get four ghosts to do the same. See (749).
 742 Heaven.
 743 Drop the Bulb.
 744 Outside the Cemetery, and later in the Barn.
 745 Off the Landing.
 746 Most of the Cemetery. Avoid them like the plague.
 747 East of the Hallway.
 748 Not in this game.
 749 E.g. JOE, WAIT 3, PUSH LONG LEVER BERT, WAIT 2, PUSH MEDIUM LEVER EDNA, WAIT 1, PUSH SHORT LEVER TURN BARREL
 750 Morgan le Fey.
 751 Having recruited all the ghosts, see (551), the idea is to go for the gangsters' weak point (643).
 752 Controls the Spotlight and needs a firm push. See (760).
 753 Another kind of Icon.
 754 Not in this part.
 755 To enter see (68). Once inside, see (768).
 756 Squirming creatures. See (765).
 757 Inward-looking gathering.
 758 Hidden in the (350).
 759 Will help, and follow orders, once the (150) are dealt with.
 760 So get a ghost to help. See (775).
 761 A very potent blend. See (771).
 762 See individual objects.
 763 See (720) for helpful ghosts. My powers had increased, see (780).
 764 Remove, so that the landing light (310) will work alone. See (619).
 765 For every animal which dies in blood sports or experiments, millions die on farms. Sliced by ploughs, poisoned by chemicals etc. etc. And why don't people object to this carnage? See (774).
 766 Falls downstairs if pushed (776).
 767 Japan.
 768 See details for the Bell (779), Button (752) and Switch (673).
 769 Cute animal which eats (163).
 770 Could not even see me clearly until I learnt manifestation in part 3. Until then, only ghosts and animals could help.
 771 The vapour (782) would burn. See (903).
 772 Ghosts have the secret of eternal life. See (945).
 773 Buried somewhere. See (778).
 774 Because the animals are worms, and worms aren't cuddly. So they don't count.
 775 E.g. JOE, WAIT 1, PUSH BUTTON.
 776 The Clock can be used to drag the (270) behind it.
 777 Ghosts do not like lights. For details, see (306) - (310).
 778 I dug in the Herb Garden. But I needed to know where. See (797).
 779 Makes a noise. See (786).

780 I could concentrate to see astral Images in some places (797), and put my hand through walls (858).
 781 Evaporating and producing (248).
 782 Push the Bottle and it breaks, producing (327) and (248). And see (903).
 783 Clearing away the rubble, but the gang's drugs will be buried for a while yet.
 784 Hedge tree.
 785 Escape the graveyard via the (460), and enter the farmhouse (891). Then see (385).
 786 Violet can hear it. See (799).
 787 Apart from at the very start of this part, Sarah would follow orders if she could hear them. For this, I had to be manifest (visible and audible to people). She could hide herself and help with (395), (453) and (460).
 788 Plant genus associated with death, see (314).
 789 Why does a saintly policeman glow brightly? See (943).
 790 There isn't one. Perhaps someone has borrowed it.
 791 Smoked by one of the gang.
 792 A stone circle.
 793 Deflate to hinder the gang's escape at the end.
 794 East of where the Van stops.
 795 Basically scenery.
 796 Search the Hay. And see (455).
 797 There are astral Images in and around the House, recording violent events from the past. Concentrate to see them.
 798 Something was hidden here, see (778). And I needed the Map (268).
 799 Tie it to the Dogwood Bush, so she can locate her "home".
 800 Guards the Village Green.
 801 They have no real use, but may be worth examining.
 802 Scenery.
 803 Will co-operate once she has "her" Wreath. See (811).
 804 Protected my hand from the influence.
 805 Edith will only help once time has ended. This involves one of several awful puns. See (814).
 806 In the ground, see (748).
 807 Sway in the breeze. See (835).
 808 Gave me increased energy.
 809 Drop in the Vase.
 810 Both are "friendly" and (849).
 811 Unfortunately, her wreath is the faded one (74) but she won't believe it. So see (819).
 812 Someone familiar with ghosts.
 813 In the Lounge, in the south wall between it and the ivy-covered wall, next to the Lawn outside. See (145), (156) or (167).
 814 Push the button to trigger it, then leave before it operates.
 815 Everybody knows where it is.
 816 Furry animal. See Worms (756).
 817 Normally in the Kitchen.
 818 Replace the White Card on the New Wreath (118) by the Yellow Card (168) and take it to her. But see (832).
 820 These are hints of approaching Police, see through the Window. See (856).
 821 Not in this part.
 822 NE and north from the Farmyard. Get the Bell and see (799).
 824 Northern part of the Cellar (481).
 825 Drop the Watch in it.
 826 Irrelevant gang member.
 827 On the south wall of the House, above the Lawn. It matches the outside of (267).
 828 Not in this game.
 829 Write in the Gravel.
 830 Eternal flower.
 831 Twenty points for each of the 5 pieces of evidence found, see (576), and five points for each one that is left in the (360). And see (841).
 832 It's too heavy. See (65).
 833 Beside the Chimney. See (813).
 834 Leave before it's exorcised.
 835 Violet will help once there's a source of sound to follow home. See (823).
 836 North of the Hallway.
 837 A large Fire (272) was quickly followed by the arrival of firemen. Give them a reason to summon the police immediately. See (234).
 838 Publication with no VAT, unlike e.g. Level 9's publications. I think there should be VAT on everything, to avoid anomalies, with other taxes slightly reduced and benefits raised to compensate. VAT (purchase tax) is a Good Thing, as it falls on local goods and imports the same, unlike e.g. income taxes which increase the costs of local products alone and so benefits imports.
 839 Write "time" in the gravel and then erase it. Yeuch!
 840 Helps to recruit (70).
 841 Ten points each for reaching (357), (365) and (350); fifty points for the ghost business (315), and see (848).
 843 Will help once impressed with my strength. Use the Urn (664).
 844 Its influence strengthens ghosts.
 845 Take to Edith. See (888).
 846 I always returned here when struck by bright light, but the location has no other power.
 847 Martial art.
 848 Plus twenty five each for seeing Images, summoning the authorities (273) and finishing. There are penalties if either you or Joe are banished, even temporarily.
 849 Will co-operate once Edna has "her" Wreath. See (811).
 850 This scares him to death.
 851 Distract John from seeing the Police approaching (856), free Sarah (868), store the evidence in safety, (901), and block the gangsters' escape (934).
 852 I could put my hand through walls, but this only mattered in one place. See (340).
 853 Something is hidden. Watch the Images (797) and find the (324).
 854 Scapeghost is Level 9's last text adventure planned, so I hope you enjoy the game - Pete.
 855 Initially in the Cemetery. Drives back to the farmhouse, where he plays cards in the Kitchen and occasionally visits the Cellar.
 856 Big John's job is to look out from the Attic and warn of approaching police. See (864).
 857 Hide inside it to follow the gangsters to their base. Later on, see (867).
 858 There was some charred paper (324) trapped in the Chimney. See (866).
 859 Proof that the right name gets you remembered.
 860 I was the only ghost around, but my powers had increased. See (874).
 861 Push the squeaky stair (451) at the right time. And see (856).
 862 Take to Edith. Another bad pun.
 863 The church wall looks fragile, and were it to fall it would bury the vault below. See (873).
 864 When movement was seen outside the Window, and only then, I had to scare and distract Big John before he noticed. See (871).
 865 Pray here to summon a friend.
 866 But I couldn't quite reach it from inside the house. See (872).
 867 Bend its (426), and see (930).
 868 When Sarah is in the Cellar, cut her bonds with (396); to get it there see (410). Then see (877).
 869 Lead down to the Cellar. For details of the Door, see (693).
 870 Something nasty is hidden here, see (727).
 871 This would happen five times, and each distraction worked once. See (451), (398), (409), (879) & (886). And (897) for more information.
 872 And I wasn't quite sure where it was, to reach it from the outside. See (881).
 873 Push it, when all the other ghosts are there to help.
 874 I could carry light objects (450), become manifest (visible), see (387) and (897), heat or cool things (893), and see (885).
 875 Twitches as other ghosts arrive.
 876 Make use of the Clock.
 877 I became manifest (visible) to dispose of the Weasel, see (416), and again to give Sarah orders. This is too heavy to carry. When Sarah gives a hint, see (887).
 878 879 Charge John with static. See (856).
 880 High spirit.
 881 There was a bricked-up door right beside the Chimney. See (889).
 882 Take and drop it, at the right time, as one way of scaring and distracting Big John. See (856).
 883 Use the (276) to put the landing light out. See (892).
 884 Beware of Luke's ghost. See (899).
 885 Blow things about (409), and push things (416) and (451).
 886 Cool the room. See (856).
 887 Wait for Weasel, and push it. Then see (948).
 888 She tears it up, fulfilling the curse. And then follows orders.
 889 So I arranged to wait outside on the lawn, while Joe put his hand through it from the inside. Once I had seen his hand, it was obvious where the chimney was, and I could push the paper from its ledge.
 890 See (690).
 891 To turn off the house lights, see (698). To keep them off, see (406).
 892 Put it in the Kitchen Bulbholder and push the Switch there.
 893 One way of distracting Big John is to cool the air. See (856).
 894 I needed to reach it. See (641).
 895 Despite its value, this is not important to the game. I couldn't take it with me.
 896 Surely you already know about it. When John B was really scared - after I had scared/distracted him four times, see (856) - I could panic him by manifesting myself and becoming visible. His
 897 Vital evidence, too heavy for a ghost to carry - so (446) had to help - which I could only get if it were left unguarded. See (574).
 898 Tell Sarah to get the Ropes and lock the Door, too.
 899 Initially in the Kitchen, but soon a captive in the Cellar.
 900 Wave. Its clanking scares people.
 901 The drugs had been transferred to a Briefcase. The Police would need this evidence, but the Briefcase was too heavy for a ghost, and was guarded in the Kitchen. See (910).
 902 Hidden. If it were downstairs, any visitors, e.g. (273) would see it and immediately call the Police. See (270) to get it there, and (913) for a further hint.
 903 The Cloud of Vapour looks very inflammable. See (912).
 904 The score is 400, 10 for reaching each of (483), (484), (473), (478), (490), (470) and (481). See (914).
 905 Leader of the drugs importers. To distract him from protecting the drugs, see (897).
 906 The gang plan to stay here until morning. At the right time, I needed to lure them away from guarding the Briefcase. See (897).
 907 The Images (293) show something. See (858).
 908 Strong enough to support the Hammer. See (878).
 909 Examine Cupboard. Use the Circuit Breaker (532), and see (915).
 910 First, free Sarah, see (944). Then she should hide, see (408), while I got Big John to distract the gang, see (897). Next see (924).
 911 The Plug and the Socket are joined together, and one always follows the other. See (923).
 912 Ignite it. But it soon goes out unless you see (921).
 913 Put the Evidence beside it in the (360).
 914 Twenty each for doing the right things to (407), (406), (455), (454), (426), (444), (463), (446), (395) and for hiding the Briefcase safely. And see (922).
 915 A good hiding place, e.g. for (446) and (395).
 916 Free Sarah (936) then deal with Weasel, see (416).
 917 Keeps a watch on Sarah, later in the game. See (926).
 918 First, see (883), and at the end see (272).
 919 Remove your head and put it under your arm.
 920 Wait for dawn.
 921 Blow the Curtains into the burning (248). Then see (273).
 922 Plus ten points for each time Big John is scared, and the same for each stage in the Police approach: a total of 100. And see (931).
 923 Freeze (or attach) the Plug to the (263) and see (932).
 924 While the gangsters ran up to the Attic, Sarah got the Briefcase and e.g. hid it in (408). Then she could delay the (453) and (460).
 925 Blow the curtains, at the right time, as one way of scaring and distracting Big John. See (856).
 926 Opens the cellar Door (410), which is useful for (944). To get rid of him, see (935).
 927 Close to trap something inside. See (270).
 928 Evidence, see (729). It's trapped and needs a firm pull. See (933).
 929 Free Sarah (936).
 930 Get someone to deflate its tyres.
 931 Plus fifty for crashing the Taxi at the very end of the game.
 932 Attach the Socket to the Clock, see (942).
 933 So get Joe to help. See (941).
 934 I bent the Key and Sarah deflated (454) and (455). Next see (946).
 935 Having freed Sarah, I used the Hammer to stun him. See (878).
 936 Whatever her past loyalties, once freed (944), Sarah followed orders. See (910).
 937 Ghosts can do this. See (772).
 938 Fade away into the moonset.
 939 The best place to start it is in the Kitchen, see (782).
 940 I was unable to visit the site of my death, so I had to get someone else to deal with the Taxi there. See (930).
 941 E.g. JOE, WAIT 1, PULL ENVELOPE.
 942 Put it inside and close the Panel. Consider the clock and (546).
 943 Because of his halo, halo, halo.
 944 Take some Broken Glass (396) through the cellar Door (410) to cut Sarah's Ropes.
 945 It's like perpetual motion. (937).
 946 I waited for the Taxi and got inside to fight the escaping gangsters. See (930) first.
 947 Vital evidence, too heavy for a ghost to carry - so (446) had to help - which I could only get if it were left unguarded. See (574).
 948 Tell Sarah to get the Ropes and lock the Door, too.
 949 Initially in the Kitchen, but soon a captive in the Cellar.